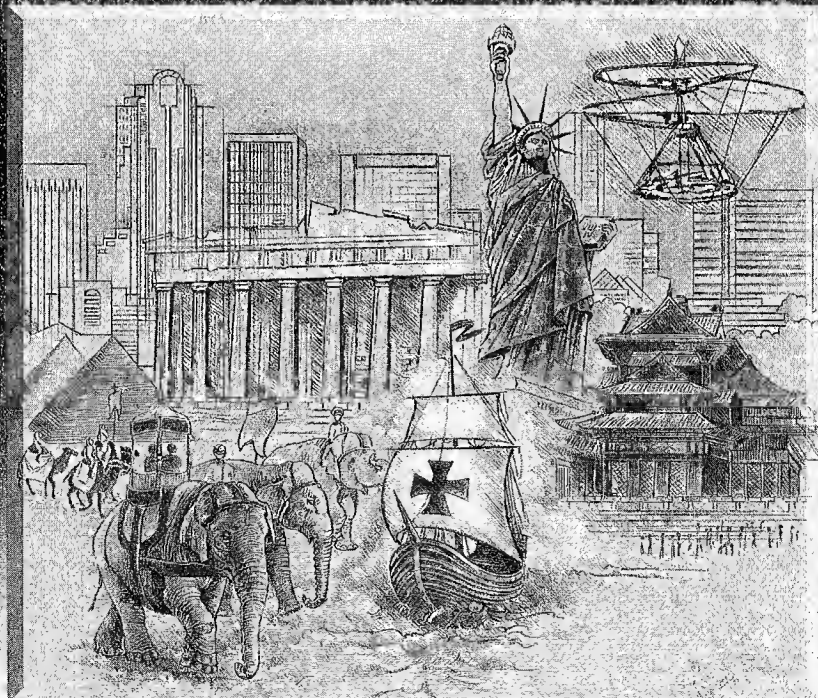# SID MEIER'S

# CIVILIZATION II

## CONFLICTS IN CIVILIZATION

# SCENARIOS

# INSTRUCTION MANUAL

## MICRO PROSE

## A WORD ABOUT THIS GAME

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MicroProse                          America Online: mps1
2490 Mariner Square Loop            CompuServe: 76004,2223
Alameda, CA 94501                   GEnie: microprose
(510) 522-1164                      Internet:
(510) 522-9357 Fax                      support@microprose.com
(510) 522-8909 BBS                  World Wide Web:
                                        www.microprose.com

*Gilman Louie*

Gilman G. Louie
MicroProse

# CREDITS

| | |
|---|---|
| **PRODUCER** | Kerry Wilkinson |
| **GAME DESIGN** | Mick Uhl |
| **ART** | Michael Haire, Art Director<br>Barbara Bents Miller,<br>Stacey Clark Tranter,<br>Barbara Jeznach, Michael Bazzell |
| **PROGRAMMING** | Kerry Wilkinson |
| **MUSIC BY** | Roland Rizzo |
| **SOUND DESIGNERS** | Mark Cromer, Mark G. Reis |
| **RECORDING ENGINEERS** | Mark G. Reis, Roland Rizzo |
| **MULTIMEDIA** | Michael Ely |

### BEST OF THE NET SCENARIOS
Kevin Bromer—Persian Gulf War
Jeppe Grue & Jan Dimon Bendtsen—The Conquest of Britain
Eric Hartzell—Cross and Crescent
Antonio Leal—The Cholera of Zeus and Atolon
Tim McBride—The Fall of the Great Kesh
Don Melsom—East Wind, Rain
Mike Regan—Native Rebellion

| | |
|---|---|
| **QUALITY ASSURANCE** | Chrispy Bowling, Lead<br>Robin Pole, 2nd,<br>Wm. David Possidente, 2nd,<br>Bob Abe, Brad Christman,<br>Guy LaMarr, Dan McJilton,<br>Joe Morel, Jun Yun |
| **ADDITIONAL TESTING** | Kathy Abe, Jim Crawley,<br>Dave Ellis, Steve Purdie,<br>Don Emmel, Rick Saffery,<br>Brandon Martin |
| **DOCUMENTATION** | John Possidente |
| **PACKAGE AND MANUAL LAYOUT & DESIGN** | Reiko Yamamoto, Jerome Paterno,<br>Rick Rasay |
| **TECHNICAL SUPPORT** | Tim Goodlet |
| **MARKETING PRODUCT MANAGER** | Kathryn Lynch |
| **CUSTOMER SUPPORT AND TESTING** | Gabriel Turk, Michael Wedderburn,<br>Calvin Rien |
| **PUBLIC RELATIONS** | Holly Hartz, Kathy Sanguinetti |

### SPECIAL THANKS
Tom Nichols, Chris Deyo, Derek McLeish,
Ken Allen, Janet Dickerman, Marisa Ong, Kip Welch,
Anu Kirk - Desper Technologies, Murray Taylor

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# THE INSTRUCTIONS

First things first. This section is all you need to get started. If you have everything you need in your computer, you're ready to install the scenarios and begin playing.

## REQUIREMENTS

For *Sid Meier's Civilization II Scenarios* to work, there are a few things your computer must have.

◆ Most important, you must have *Civilization II* installed.

◆ The processor has to be an 80486DX or better. Basically, any computer with "486" or "Pentium" in its name should do just fine. The system speed should be at least 33 MHz (megahertz). We recommend at least a 66 MHz system speed for best results.

◆ You must have a double-speed CD-ROM drive running with MSCDEX (the Microsoft CD-ROM Extension) version 2.2 or newer.

◆ Your computer must have at least 8 Mb (megabytes) of RAM (random access memory) installed. (This is the *working* memory; do not confuse it with the Mb of *storage* space on your hard drive.) For best performance, we suggest at least 16 Mb.

◆ You must have *either* Windows 95 *or* a version of DOS numbered 5.0 or higher *and* Microsoft Windows version 3.1 or higher installed and running on your computer. Almost all new 486 and Pentium computers include one of these in the standard software package.

◆ Since the installation program will copy parts of the *Civilization II Scenarios* onto your hard disk, you must have 20 Mb of empty storage space on your hard drive (plus any additional space needed for virtual memory). To find out whether you have enough space in Windows 95, double-click on the **My Computer** icon. Change the **View** setting to **Details**, and the amount of empty space on your hard drive (usually drive 'C') is listed under **Free Space**. In DOS, simply type **dir** at any prompt, then press ⏎Enter. One of the last things listed is the amount of free space on the current drive.

◆ The graphics must be SVGA quality or better, capable of at least 256 color, 640 X 480 mode.

◆ There must be a mouse or trackball attached to the computer. The mouse driver must be fully compatible with the Microsoft mouse driver.

If you think you have all of these but still have a problem running the game, please contact MicroProse Customer Support for assistance.

# INSTALLING

Before you can play the *Civilization II Scenarios*, the installation program must copy some files onto your hard disk. To have it do so, follow these instructions:

◆ Turn on your computer. The Microsoft CD-ROM Extension should load when the computer starts up. (If you have problems installing, this extension may not be loaded. Check your computer manuals for instructions on making it load itself.)

◆ Open the CD-ROM drive, place the *Civilization II Scenarios* CD in there, and close the drive.

## Windows 95 users:

◆ Double-click on the **My Computer** icon.

◆ In the window that opens, double-click on the listing for your CD-ROM drive (usually 'D').

◆ Finally, double-click on the file **setup.exe**. That runs the installation program.

◆ The only decision you need to make during the installation process is to what directory you want to install the game. *You MUST install the scenarios to the same directory you installed Civilization II.* Otherwise, they won't work. When you're prompted, you can accept the default (c:\mps\civ2\scenario), type in the directory path, or use the **Browse** button to seek out the directory. Click **OK** when you're done.

## DOS/Windows users:

◆ Type **win** to start Windows (if it's not already running).

◆ Double-click on the File Manager icon.

◆ In the window that opens, double-click on the listing for your CD-ROM drive (usually 'D').

◆ Finally, double-click on the file **setup.exe**. That runs the installation program.

◆ When you're prompted, choose the directory into which you want to install the scenarios. *You MUST install the scenarios to the same directory you installed Civilization II.* Otherwise, they won't work. You can accept the default (c:\mps\civ2\scenario), type in the directory path, or use the **Browse** button to seek out the directory.

◆ Finally, click the **OK** button to accept your choices and begin the installation.

Once you've made all the necessary decisions:

◆ The installation program will now copy some files to your hard drive from the CD-ROM.

◆ When the installation program is done, it returns you to Windows.

# PLAYING

Once the automated installation and setup are complete, the scenarios are ready to play. To start:

◆ If you want to see and hear the uninstalled video and multimedia portions of the game, make sure that the *Civilization II Scenarios* CD-ROM is in the drive. (Note that, if you did not install the *Civilization II* **Recommended** files, there will be no sound effects regardless of whether the CD is in the drive. There will be some music.)

◆ If it is not already running, start Windows.

◆ Now simply double-click the *Civilization II* icon (or click Civ2 on the Windows 95 Start menu) to start the game.

# A QUICK REVIEW

Although every *Civilization II* player has surely read and reread the manual several times, your mind might have wandered a little over the brief mentions of scenarios. Just in case, let's go through a quick rehash of how you load scenarios for play–and what it means to win one.

## LOADING A SCENARIO

The first menu you see when the game starts up doesn't have a name.

◆ Click the radio button next to **Begin Scenario**.

◆ Then click on the **OK** button.

Now you need to choose the scenario you want to play. The selection window works exactly like a typical Windows file selection window.

◆ First, double-click on the directory named **scenario**.

◆ Next, double-click on the directory of the scenario you want.

◆ Finally, double-click on the name of the scenario file itself.

The MicroProse scenarios are each in a separate directory:

| Scenarios | Directory | File |
|---|---|---|
| After the Apocalypse | Apocalyp | apocalyp.scn |
| Age of Discovery | Discover | discover.scn |
| The Age of Napoleon | Napoleon | napoleon.scn |
| Alexander the Great | Alexandr | alexandr.scn |
| Alien Invasion | Alien | alien.scn |
| American Civil War | CivilWar | civilwar.scn |
| The Crusades | Crusades | crusades.scn |
| The Great War | WW1 | ww1.scn |
| Jihad: The Rise of Islam | Jihad | jihad.scn |
| The Mongol Horde | Mongol | mongol.scn |
| The War for Independence | Independ | independ.scn |
| World War: 1979 | WW79 | ww79.scn |

The Best of the Net scenarios are all in subdirectories of the directory named **BestoNet**:

| Best of the Net | Directory | File |
|---|---|---|
| Atolon | Atolon | atolon.scn |
| The Cholera of Zeus | Zeus | zeus.scn |
| The Conquest of Britain | Brit1011 | britain.scn |
| Cross and Crescent | Croscres | croscres.scn |
| The Fall of the Great Kesh | Kesh | kesh.scn |
| Persian Gulf War | Gulfwar | gulfwar.scn |
| Native Rebellion | Rebel | rebel.scn |
| East Wind, Rain | EastWind | eastwind.scn |

Once you've chosen a scenario, you see the introductory text, which explains the situation you're getting yourself into. Click **OK** when you've finished reading it. Now, you go through the normal decisions for the beginning of a *Civilization II* game.

◆ Choose the civilization you want to lead. Every scenario includes empires that are interesting to play and those that are not. Some nations are only included for historical accuracy or to spice things up; they're not really fun to play.

◆ Select a Difficulty Level. The default is Deity, since we assume scenario players are already somewhat experienced.

◆ Enter the name under which you rule.

◆ Choose the gender you want other civilizations' emissaries to use when referring to your ruler.

After that, the scenario begins in earnest.

## SAVING AND RELOADING

When you install the scenarios, the files for each are put into separate directories. *They absolutely must stay that way.* If you move files around, there's no telling what might happen, and Customer Support might not be able to fix it.

**Do not move the scenario files.**

The same goes for any scenario games you save. When you save a scenario game (even if you do so using the Autosave function), that save file goes into the directory with that scenario. When the time comes to load the file, look for it in the scenario directory, *not* in the normal *Civilization II* directory.

This brings up one more important rule. If you copy a scenario save file to use with *Civilization II* on another computer, make sure that you copy the file into the correct scenario directory.

## OBJECTIVES AND WINNING

In some scenarios, scoring and winning are the same as in any normal game. However, most scenarios use the Objectives system instead. In this case, success and failure are measured in terms of who has how many objective cities (and sometimes wonders) under their control at the end of the game.

One civilization in each Objectives scenario is considered the protagonist nation. It's always the same nation (noted in the introductory text), regardless of which one you choose to play. The designer of the scenario has marked certain cities as objectives. (To tell which cities are objectives, select **Find City** from the **Kingdom** menu.) Some cities are Major Objectives; these count for 3 times as much as normal objectives.

The *only* object of the scenario is to capture and hold as many objectives as you can. This and this alone determines the outcome. If some of the Wonders of the World are also considered objectives, each objective wonder you capture also counts toward the total.

There are four possible results of any Objective scenario. The number of objectives required for each is a preset characteristic of the scenario. The protagonist nation can:

1) win a Decisive Victory

2) win a Marginal Victory

3) suffer a Marginal Defeat

4) suffer a Decisive Defeat

Whatever the outcome for the protagonist, every other civilization gets the corresponding, opposite result. Thus, for example, if you're the protagonist and you win a Marginal Victory, all your opponents get a Marginal Defeat.

## WHEN YOU'RE DONE

When you quit or finish a scenario, you return to that unnamed first menu. You can begin another scenario (or a regular game) if you wish. If you prefer to leave *Civilization II*, click **Cancel**.

# WHAT'S NEW

Many of the scenario designers weren't satisfied with just setting up situations using the existing *Civilization II* features. They took advantage of the fact that you can design new units, modify existing ones, rearrange the progress of advances, and pretty much change anything you want. In the MicroProse scenarios, we've even made some minor modifications to the way the game itself works.

# UNITS

Some of the units you've come to know have had their characteristics changed. For the most part, you can assume that a familiar-looking unit is the same as (or at least very similar to) what you'd expect. However, use your Military Advisor to check out your units. Compare the data in his report to the poster that came with *Civilization II*; any changes will be fairly obvious.

One change throughout is that Engineers no longer ignore Zones of Control.

Brand-new units have been included in several of the scenarios. In the MicroProse scenarios, all of the new units are represented by new icons. They're easy to spot. Again, you can get the details on the Military Advisor's report. All of the new units are also described briefly in the section on each scenario.

# ADVANCES

In certain scenarios, the progress of science takes a different track than it would in a normal game of *Civilization II*. Sometimes advances have simply been renamed or their effects modified, but there is at least one scenario (Alien Invasion) in which major sections of the research tree have been pruned or rearranged. Many scenarios also limit the availability of advances to protect the historical flavor of the situation.

One of the most common effects to look out for is a change in the Tech Paradigm. This might make all research (yours *and* your opponents') take more or less effort, depending on the direction of the change.

A few of the MicroProse scenarios are designed in such a way that different civilizations must follow entirely separate lines of research. For example, advances available to the alien invaders are not available to human researchers, and vice versa.

The references you reach via the **Goal** and **Help** buttons have been updated in every case, so you can always find out what research is available to your civilization.

# WONDERS

Coincident with changes to the advances are some modifications to the Wonders of the World. In some of the scenarios, existing wonders have been renamed to better fit the context. Their effects have not changed.

In those scenarios in which wonders have been renamed, the wonder videos, obviously, are no longer appropriate. Thus, they're not shown.

In those scenarios that are scored on the objectives system, capturing (and holding) a city with a wonder in it could count for more than conquering a wonderless city.

In every case, the renamed wonders are described in the Civilopedia and the Help texts.

# THE CIVILIOPEDIA

In each of the new MicroProse scenarios, the Civilopedia has been updated to reflect the changes to units, advances, and Wonders of the World. However, the new and modified entries are limited to text only. The multimedia portions of the Civilopedia have not been updated and are *completely unavailable* in the MicroProse scenarios.

The *Best of the Net* scenarios do not include any changes to the Civilopedia.

# LIMITS ON PLAY

One of the things that the *Civilization II* scenario building tools allow a designer to do is place limits on the activities civilizations can engage in. This helps them bypass a few rules to add some realism to a situation. For example, a scenario in which aliens forcibly invade the Earth wouldn't ring true if the aliens offered you a peace treaty on the first turn, then settled down to slowly build their empire from scratch. Some of the common limitations you might run into are:

◆ You're unable to change your form of Government.

◆ There are no Minor Tribes to be found.

◆ Spaceship advances and parts are not in the game.

◆ Capturing a city never results in capturing an advance.

◆ Pollution never appears.

◆ A time limit is built into the scenario.

◆ Certain civilizations cannot communicate with others at all.

> Note that, when you meet with the ruler of a scenario civilization, the leader's picture (and the heralds, if you have them active) might not seem to match the name or nation. This is a problem that's endemic to scenario building. When you create a new civilization, you can never be sure what representation *Civilization II* will choose for your leader. Those of you who regularly name your own civilization when playing are surely familiar with this minor inconsistency.

In addition to keeping the scenario running in the directions the designer intended, limits like these enhance the game by offering an extra challenge to experienced players.

# EVENTS

As you play the MicroProse scenarios, you might notice some things happening that seem to defy the rules of *Civilization II* outright. Units appear out of thin air, empires declare war over trifles, and so on. Put down the phone; they're not bugs in the program. We've added something we call "events" to the game specifically for these scenarios. Every event is triggered by timing or a certain action, and all of them are designed to heighten the realism, historical or otherwise, of the scenario.

For technical-minded scenario builders, the details on inserting events into your own scenarios are in the Appendix.

# ALEXANDER THE GREAT

To play this scenario, load the file **alexandr.scn**, which you can find in the directory named **Alexandr**.

In this historical scenario, you play a part in the attempt by a teen-aged Alexander–heir to the throne recently vacated by his father, Philip of Macedon–to conquer the Greek, Egyptian, and Persian Empires and earn the moniker "Alexander the Great." It's a race against time, for the scenario begins in 335 BC, and young Alexander is doomed to die of disease in 322 BC. There are less than 13 years (150 turns) until his expiration date, so get moving!

We suggest that you play as either the Macedonians (Alexander intending conquest) or the Persians (Darius trying to stop Alexander). Ruling any of the other civilizations might prove to be an interesting challenge, except perhaps for the Thracians and Allies (Kotys), who are almost surely doomed to an early demise.

Alexander and his Macedonian Greeks are the protagonists of the scenario, and their objective is to capture as many cities as possible. Some cities are major objectives and are thus worth more than others.

## UNITS

The only new units in this scenario are the two main emperors' personal guards. To exemplify his legendary bravery (some would say foolhardiness) at the front lines, Alexander is represented in battle by the Companion Cavalry. Darius is surrounded at all times by his hand-picked Immortals.

> **Nitpicker's Note:** The Immortals replace Cavalry, and the Companions replace Armor. **Thus**, those two types of units are never available in this scenario.

Both of these units are unique. You can neither build more nor replace them if they are destroyed, and no amount of research will change that. Since they're the personal bodyguards of the emperor in each case, if one of these units is overcome, the emperor himself is killed. Though successors are waiting to take over and continue the struggle, the death of the emperor limits that civilization to at best a Marginal Victory, no matter how successful the actual outcome may be.

As always, you can examine the new units by calling up the Defense Minister's report or Civilopedia. None of the usual units has been tampered with significantly, with the exception of the **Phalanx**, which only the Greeks and Macedonian Greeks can build. A few others have been modified slightly to balance the scenario.

## SPECIAL NOTES

Here are a few more things you ought to know:

◆ Changing governments is not possible in the Alexander scenario.

◆ No civilization can gain technological advances from the conquest of cities.

◆ Pollution is not a factor in the fourth century BC.

◆ This is a Total War scenario, meaning that spacecraft are not a consideration. You can only win utterly before the timer runs out if you conquer the whole world.

◆ Each turn is one month.

◆ Scientific research progresses at a 30/10 rate, meaning that all advances take roughly three times as long to discover as they would in a typical game.

◆ The Plastics advance has been removed.

# JIHAD: THE RISE OF ISLAM

To play this scenario, load the file **jihad.scn**, which you can find in the directory named **Jihad**.

Beginning in 624 AD, Islam spread through the Middle East like a forest fire. Many historians have given the credit for this to the able and inspiring leadership of Mohammed. In the Jihad scenario, you have the chance to see if you can live up to his example–or prevent him from becoming an example. The scenario ends in 756, so don't dawdle.

Any of the civilizations in this situation can be interesting to play, though the Arabs (under Mohammed) might be the most fun. Heraclius and his Byzantines are the protagonists of the scenario, which means they'll be aggressive about capturing cities.

## ADVANCES

Before introducing the new units, let's go over what you must do to gain access to them. The designers have inserted three new advances early on and changed things around just a little. Here's the lowdown:

◆ **Chivalry** no longer has Horseback Riding and Feudalism as prerequisites. Rather, you reach Chivalry through two of the new advances: Military Science and Stirrups.

◆ **Stirrups** becomes available when you've researched Horseback Riding and Iron Working.

◆ **Military Science** is a consequence of University and Engineering.

◆ You can research the third, **Greek Fire**, once you've finished Military Science and Chemistry.

Otherwise, the research tree is not significantly different. A few advances are more easily accessible (to more closely reflect the historical situation), but most have not been modified at all. Invention is not available, which puts most of the modern advances out of reach.

## UNITS

The new advances lead to two new units.

◆ The **Cataphract** is one result of researching Military Science. The Romans used this name for their version of armored cavalry–clothing both horse and rider in scale armor. (A certain type of heavily armored Greek war galley is also a Cataphract, but not in this scenario.)

◆ The **Dromon** comes with the invention of Greek Fire. This swift, fire-spouting ship was once the height of floating weaponry, though it certainly had its drawbacks–among them the tendency to burn itself up when firing against the wind.

> **Nitpicker's Note:** The Cataphract and Dromon are in two of the User Defined slots. Thus, no types of unit are made unavailable by their existence.

As always, you can examine the new units by calling up the Defense Minister's report (once you've built at least one). Many of the usual units have been altered slightly to balance the scenario, but none significantly. Note that **Crusaders** units are not available at all in this scenario.

## SPECIAL NOTES

Here are a few more things you ought to know:

◆ Changing governments is not possible in the Jihad scenario.

◆ This is a Total War scenario, meaning that spacecraft are not a consideration. You can only win utterly before the timer runs out if you conquer the whole world.

◆ Each turn is one year.

◆ Scientific research progresses at a 20/10 rate, meaning that all advances take roughly twice as long to discover as they would in a typical game.

# THE CRUSADES

> To play this scenario, load the file **crusades.scn**, which you can find in the directory named **Crusades**.

Toward the end of the 11th century AD, political, religious, and economic pressures resulted in a call from the European Christian hierarchy to drive the "infidel" Turks from the Middle East. Those same pressures encouraged the leaders of the time to acquiesce. The resulting decades of rapine, torture, and other senseless violence are collectively called the Crusades. In this scenario, you have from 1096 until 1220 AD to take part in this wanton bloodshed–or try to change the course of things for the better.

From the start, the forces of the European powers are set against the Seljuk Turks, though they do tend to squabble among themselves. The poor
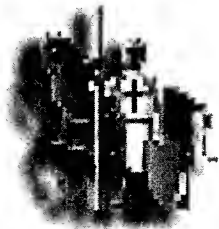
Byzantines are caught in the middle, and the Fatimid Egyptians aren't allowed to remain neutral for long.

Barkiyarok and the Seljuk Turks are the protagonists of the scenario. Their goal is to protect their cities, lands, and peoples from the armies sweeping down on them with the blessing of the European churches. The Crusading armies' goal, conversely, is to liberate as many cities as possible from the infidel Turks, in the name of Christianity.

## ADVANCES

In part because of the emphasis on religion and warfare throughout the Crusades, civilization in Europe had not quite yet escaped the Dark Ages. To reflect that in the scenario, the research possibilities are severely curtailed. If you look at the Advances Chart that came with your original copy of *Civilization II*, you can pretty much forget anything in the purple and pink boxes–and about half the blue ones, too.

One important result of this is that quite a number of units, improvements, and wonders are not available in this scenario.

There are two new advances, each of which has been granted to a particular civilization at the beginning of the scenario and neither of which any civilization can research.

◆ **The Holy Lance** makes it possible to build the new Knights Templar unit.

◆ **The True Cross** similarly allows the Knights Hospitaler unit.

You must capture at least one of these advances if you expect to do well in the Crusades.

## UNITS

This scenario has more new units than you can shake a piece of the True Cross at. In addition, the stricture of the advances tree makes quite a number of units totally unavailable. There are two new units worth special mention:

◆ **Knights Templar** are built only by civilizations that hold the secret of The Holy Lance.

◆ **Knights Hospitaler** units form only for a leader who has knowledge of The True Cross.

> **Nitpicker's Note:** Both Knights units are in User Defined slots. Thus, no types of unit are made unavailable by their existence.

As always, you can examine the new units by calling up the Defense Minister's report. None of the other units has been tampered with significantly.

## WONDERS

On top of the fact that many wonders are simply not available because of the limited research opportunities, a few of those you can get have been modified.

- **Marco Polo's Embassy** has been renamed **Roman Embassy**.
- The effects of the **Great Library**, **Great Wall**, and **Sun Tzu's War Academy** have all expired already when the scenario begins.

## SPECIAL NOTES

Here are a few more things you ought to know:

- The Seljuk Turks cannot negotiate with anyone.
- Changing governments is not possible in the Crusades scenario.
- Pollution is not a factor.
- This is a Total War scenario, meaning that spacecraft are not a consideration. You can only win utterly before the timer runs out if you conquer the whole world.
- Each turn is one year.
- Scientific research progresses at the normal 10/10 rate.

# THE MONGOL HORDE



To play this scenario, load the file **mongol.scn**, which you can find in the directory named **Mongol**.

There was a time when the steppes of Asia were overrun with wild horsemen. In this case, that time is 1209 to 1328 AD. The real Mongols swept southwest through the heart of the Chinese empire, then westward and north in an arc that brought them into violent contact with the Turks and other eastern European nations. Under Temujin, these warriors lost not one battle.

We suggest that you play as The Mongols, Chinese, or Turks. The other nations could be interesting, but these three are involved in the action earliest.

Temujin and his Mongol hordes are the protagonists of the scenario, and their objective is conquest, pure and simple. All the other civilizations would prefer to survive and, if possible, contain the spread of the hairy horsemen from the plains.

## ADVANCES

Many of the usual advances (and thus all those things that rely on them) are not available for research in the Mongol scenario. Keep in mind that this does *not* necessarily mean that no civilizations have these. Some might begin the scenario with one or more of these advances.

Rampaging hordes aren't supposed to be interested in science, anyway.

## UNITS

The new units in this scenario are legion. (Many of them are the same units as in the Crusades scenario.) Of course, the limits on advances also make several types of unit unavailable. In addition, a few have been cut out intentionally. A few of the new units deserve special mention.

> **Nitpicker's Note:** In cases where a new unit replaces an original unit type, the original unit is noted in parentheses, since it is not available for production in the scenario.

- The Mongols are best represented by their **Elite Cavalry** (Elephant) and **Light Cavalry** (Mechanized Infantry) units. These bands of horsemen are not to be trifled with.
- The Chinese have their own special **C. Infantry** (Warriors) and **C. Cavalry** (Paratroopers), as well as one more powerful, elite unit, the **Sheng-ch'uan** (Partisans).
- The strength of the fledgling Japanese empire rests in the **S. Cavalry** (Cavalry), **Samurai** (Archers), and the new, assassin-style **Ninja** unit.

For those of you who keep track of the details, the **Trireme** is never made obsolete in this scenario. **Musketeers** are not available at all, and **Cannon** is a result of Gunpowder, not Metallurgy.

As always, you can examine the new units by calling up the Defense Minister's report. None of the few leftover usual units has been tampered with too seriously.

## WONDERS

Only three of the normal wonders have been modified:

- The **Lighthouse** and **Great Wall** are obsolete from the beginning.
- The **Apollo Program** is not available.

Otherwise, everything is as usual, wonder-wise.

## SPECIAL NOTES

Here are a few more things you ought to know:

- Changing governments is not possible in the Mongol scenario.
- Pollution is not a factor.
- This is a Total War scenario, meaning that spacecraft are not a consideration. You can only win utterly before the timer runs out if you conquer the whole world.
- Each turn is one year.
- Scientific research progresses at the normal 10/10 rate.

# THE AGE OF DISCOVERY

To play this scenario, load the file **discover.scn**, which you can find in the directory named **Discover**.

It's 1492, and the great royal families are restless. The resources of Europe have been exploited to their limit. Moribund economies require expanded horizons and exotic trading goods. Without some source of excitement and new products (and a place to exile political agitators and unwanted competitors), societal unrest threatens to upend the scales of power. Just in time, explorers discover unknown continents ripe for conquest and colonization. You have until 1741 to exploit them. Then, new political theories take up where the agitators left off.

We suggest that you play as any civilization but the Euro-Asians. They're really only in the scenario as a roadblock; they prevent expansion to the east.

There is no protagonist for this scenario, and objectives are not an issue. Your score is based on the usual *Civilization II* factors.

## ADVANCES

In this scenario, only four of the usual advances are not available for researching: Conscription, Electricity, Plastics, and Steam Engine. These elisions, however, put a great number of the modern advances out of reach.

## SPECIAL NOTES

Here are a few more things you ought to know:

◆ Changing governments is not possible in the Age of Discovery scenario.

◆ Pollution is not a factor.

◆ This is a Total War scenario, meaning that spacecraft are not a consideration. You can only win utterly before the timer runs out if you conquer the whole world.

◆ Each turn is one year.

◆ Scientific research progresses at a 25/10 rate, meaning that all advances take roughly two and a half times as long to discover as they would in a typical game.

◆ To better reflect the times (and the great profit to be had from the spice trade), the **Gems** terrain special has been changed to **Spice 1**, and this provides an extraordinary amount of extra trade. To prevent confusion, the original **Spice** is now **Spice 2**.

# THE WAR FOR INDEPENDENCE

To play this scenario, load the file **independ.scn**, which you can find in the directory named **Independ**.

In 1776, the English colonies along the eastern coast of North America decided to break with the British Empire and go it on their own. Of course, mother England wasn't about to allow *that*.

We suggest that you play as either the Americans (Continental Congress) or the British (George III). Ruling the Iroquois or the French could be interesting, but not very.

King George III and the British are the protagonists of the scenario, and their objective is to recapture as many American cities as possible. Sounds easy enough. They have until 1783.

## ADVANCES AND WONDERS

In the interest of historical accuracy, quite a number of advances are not available for research in this scenario. Considering the high price for research, you might not even notice.

Similarly, many of the Wonders of the World are either already obsolete or already built at the beginning of the scenario, or they simply are not available for building. This is a war, and you should be too busy to build them, anyway.

## UNITS

There are too many new units in this scenario to even begin to describe here. You'll see Hessians, Tories, Continentals, Royal Infantry, and many more. As the Alexander the Great scenario does, this scenario includes two unique, irreplaceable units.

◆ **Geo. Washington** represents the top general of the rebel forces.

◆ **C. Cornwallis** stands in for the leader of the British empire's North American forces.

Though successors are waiting to take over and continue the struggle, the death of either general limits that side to at best a Marginal Victory, no matter how successful the actual outcome may be.

As always, you can examine any unfamiliar units using the Help system and the Defense Minister's report.

## SPECIAL NOTES

Here are a few more things you ought to know:

◆ The British and Americans cannot negotiate with one another.

◆ If you are playing neither the British or French (both are computer-controlled), those two nations cannot negotiate with each other.

◆ Changing governments is not possible in the War for Independence scenario.

- No civilization can gain technological advances from the conquest of cities.
- Pollution is not a factor.
- This is a Total War scenario, meaning that spacecraft are not a consideration. You can only win utterly before the timer runs out if you conquer the whole world.
- Each turn is one month.
- Scientific research progresses at a 40/10 rate, meaning that all advances take roughly four times as long to discover as they would in a typical game. (In other words, don't bother.)

# THE AGE OF NAPOLEON

To play this scenario, load the file **napoleon.scn**, which you can find in the directory named **Napoleon**.

This scenario begins in 1798. Napoleon Bonaparte commands the armies of post-revolutionary France, and it is his intention to spread the benefits of liberty, equality, and brotherhood to as much as the world as possible–by force if necessary. In 1818, the people of France get tired of Napoleon and ship him off to Elba. Until then, you have a chance to be a part of what some call the "Napoleonic Era."

For this situation, any civilization is interesting to play, though the French or English perhaps more so than others. Napoleon and his French armies are the protagonists of the scenario, and their objective is to capture as many cities as possible. Everyone else intends to stop him.

## ADVANCES

Several of the more advanced advances (and the units they lead to) are not available in this scenario, as they would detract from the historical accuracy of the situation. In any case, research is not likely to be a big factor in this particular situation. (The Tech Paradigm is fairly high.)

## UNITS

There are several new units in the Napoleon scenario. Among them:

- Each of the nations involved has its own specific infantry and cavalry units (**F Cavalry** for the French, and so on). The characteristics of these reflect the strengths and weaknesses of the armed forces of the time.
- **Imperial Guard** is a unique French unit that shows up as reinforcements late in the scenario.
- **Napoleon** represents one of the greatest military minds in French history.
- **Lord Nelson** is this scenario's version of the man generally recognized as the greatest admiral in history.

- **Wellington** shows up late in the scenario to reinforce the English.

The destruction of Napoleon or Wellington limits the corresponding nation to at best a Marginal Victory, no matter how successful its actual campaign might be.

In addition to these, a few of the usual units has been adjusted slightly. As always, you can examine the new units by calling up the Defense Minister's report or using Help.

## SPECIAL NOTES

Here are a few more things you ought to know:

- Changing governments is not possible in the Napoleon scenario.
- No civilization can gain technological advances from the conquest of cities.
- Pollution is not a factor.
- This is a Total War scenario, meaning that spacecraft are not a consideration. You can only win utterly before the timer runs out if you conquer the whole world.
- Each turn is two months.
- Scientific research progresses at a 40/10 rate, meaning that all advances take roughly four times as long to discover as they would in a typical game.

# THE AMERICAN CIVIL WAR

To play this scenario, load the file **civilwar.scn**, which you can find in the directory named **CivilWar**.

By the time 1861 rolled around, the Confederate States of America had declared themselves independent of the United States of America. The nation from which they seceded, however, refused to accept the secession, and things got ugly.

Incidentally, a small group of states (represented by the Kentuckians) declared themselves neutral, but also warned that they would join the enemy of whichever side attacked them first.

We strongly suggest that you play as either the Federals or the Confederates. The Kentuckians might be fun if you're interested in a real challenge, but the other civilizations are included only as trading partners and have no chance at all of winning.

Abe Lincoln and the Federals are the protagonists of the scenario, and their objective is to recapture as many of the seceding cities as possible. Jefferson Davis means to protect his new nation, no matter what it takes.

## ADVANCES

Very few advances are available for research in this scenario. They are:

**Repeating Weaponry** requires Physics and Invention. This advance allows you to build the new Adv. Infantry unit, an improved version of the normal Infantry unit.

**Submarine Tech** requires Magnetism and Invention. It allows you to build Civil War Submarines.

**Entrenchments** requires Masonry and Physics. This makes Ent. Infantry (Entrenched) possible. Ent. Infantry have a stronger defense than normal Infantry, but cost the same to build.

## WONDERS

Forget about the usual list of wonders. In this scenario, there are only a handful available.

◆ **King Cotton** is the new name for the Hanging Gardens. The Confederates have this at the beginning of the scenario.

◆ **Secession!** takes the place of the Oracle. The Confederates start the scenario in possession of this one, too.

◆ **Emancipation Proclamation** is Bach's Cathedral renamed. Only the Federals can build this wonder.

Note that, though they've been renamed, these wonders have the same effects as usual.

## UNITS

The Civil War scenario is up to its ears in new units. Many of these represent important military leaders, including **Geo. Custer, Benj. Grierson, J.E.B. Stuart, N.B. Forrest, Ston. Jackson, U.S. Grant, W.T. Sherman**, and **R.E. Lee**.

Otherwise, the most important ones to know are:

◆ **River Fort** is a unit that cannot move. It is a defensive installation, not a place, and thus cannot be captured like a city might. River Forts obstruct the movement of enemy units on waterways.

◆ **Monitor** is the Federal version of an Ironclad unit. The normal Ironclad represents the Confederate version–the *Merrimac*.

The destruction of U.S. Grant or R.E. Lee limits the corresponding nation to at best a Marginal Victory, no matter how successful its actual campaign.

In addition to all these, the **Submarine** unit is not the typical *Civilization II* sub. Reflecting the reality of the time, the Civil War **Submarine** is substantially weaker than the unit you've come to know.

As always, you can examine the new units by calling up the Defense Minister's report or Help.

## SPECIAL NOTES

Here are a few more things you ought to know:

◆ The Confederates and Federals cannot negotiate with each other.

◆ No one can negotiate with the Europeans.

◆ Changing governments is not possible in the Civil War scenario.

◆ No civilization can gain technological advances from the conquest of cities.

◆ Pollution is not a factor.

◆ This is a Total War scenario, meaning that spacecraft are not a consideration. You can only win utterly before the timer runs out if you conquer the whole world.

◆ Each turn is one month.

◆ Scientific research progresses at a 40/10 rate, meaning that all advances take roughly four times as long to discover as they would in a typical game.

◆ The trade item **Cotton** replaces **Dye**.

Those of you interested in historical accuracy should know that the railroad systems that played such an important part in the actual war are represented by Roads. During testing, Roads proved to represent the travel advantage of early rail travel better than Railroads, which made the scenario far too easy to win. You can, of course, still build your own railroads.

# THE GREAT WAR

> To play this scenario, load the file **ww1.scn**, which you can find in the directory named **WW1**.
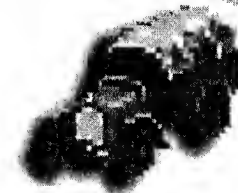
World War I has been called by many names, but "The Great War" was one of the most popular while the fighting was still going on. In the beginning, some felt that this would be a gentlemen's war, but that fantasy evaporated quickly when truthful reports from the front lines began filtering back home. When chemical warfare entered the field, Europe got its first taste of what modern warfare was to be like. They didn't like it a bit.

We suggest that you play the Central Powers, French, or Russians. Most of the combatants have some chance, but the Americans, Neutrals, and Italians have such limited resources at the start that you might find them less than fun to play.

Wilhelm II and his Central Powers are the protagonists of the scenario, and their objective (as always) is to capture as many cities as possible.

## ADVANCES

Three new advances appear in this scenario, reflecting areas of concern at the time.

**Aeronautics** requires Flight and Machine Tools. This advance makes Zeppelins possible.

**Chemical Warfare** requires Chemistry and Mass Production. Once you've researched this, you can start building Poison Gas units.

**Special Training** requires Chemical Warfare and Mobile Warfare. This allows the building of Storm Troops.

## WONDERS

Two wonders have been renamed, and some are not available due to missing advances.

◆ **Orthodox Church** replaces and has the same effects as Michelangelo's Chapel.

◆ **The Gaussian School** replaces and has the same effects as Copernicus' Observatory.

Otherwise, things are as normal.

## UNITS

The new units in this scenario are few, but interesting.

◆ Some of the nations involved have their own specific infantry and cavalry units (**F Cavalry** for the French, and so on). The characteristics of these reflect the strengths and weaknesses of the armed forces of the time.

◆ **Adv. Fighter** is a more powerful version of the early fighter planes developed during the war.

◆ **Storm Troops** are an elite infantry unit.

◆ **Zeppelin** is a long-range bomber. Though slow and not quite as powerful, these have a longer range than the Bomber unit.

◆ **Poison Gas** is an assassin-style unit (single attack, like the Cruise Missile). Perhaps more than any other single weapon, gas attacks symbolize the brutality of this war.

As always, you can examine the new units by calling up the Defense Minister's report. Many of the usual units have been tempered to match their historical counterparts.

## SPECIAL NOTES

Here are a few more things you ought to know:

◆ The French and the Central Powers cannot negotiate with each other.

◆ Changing governments is not possible in the Great War scenario.

◆ Pollution is not a factor.

◆ This is a Total War scenario, meaning that spacecraft are not a consideration. You can only win utterly before the timer runs out if you conquer the whole world.

◆ Each turn is one month.

◆ Scientific research progresses at a 20/10 rate, meaning that all advances take roughly twice as long to discover as they would in a typical game.

# WORLD WAR: 1979

To play this scenario, load the file **ww79.scn**, which you can find in the directory named **WW79**.

In 1979, when Iranian religious fanatics invaded a U.S. Embassy and took a number of hostages, then-President Jimmy Carter took the sane and intelligent route out of the situation. But what if he hadn't? Considering the state of nuclear readiness at that time, the result might have been something like this scenario.

We suggest that you play as one of the four big nuclear powers—North America, the Soviet Bloc, China, or the West Europeans. The other nations are small (and the Middle East has no nukes), but could present a challenge for the experienced player.

Brezhnev and the Soviet Bloc are the protagonists of the scenario. Their objective is the usual: capture as many cities (or what's left of them) as possible before 1990 rolls around and ends the scenario.

## UNITS

There are no new units in this scenario. Only one of the existing units has been modified significantly; **Paratroopers'** range for paradrops is much shorter than normal. Otherwise, everything is pretty much unchanged, except for minor tweaks to keep things fun.

## SPECIAL NOTES

Here are a few more things you ought to know:

◆ No civilization can gain technological advances from the conquest of cities.

◆ This is a Total War scenario, meaning that spacecraft are not a consideration. You can only win utterly before the timer runs out if you conquer the whole world.

◆ Each turn is two months.

◆ Scientific research progresses at an 80/10 rate, meaning that all advances take roughly eight times as long to discover as they would in a typical game. Don't even try.

# AFTER THE APOCALYPSE

> To play this scenario, load the file **apocalyp.scn**, which you can find in the directory named **Apocalyp**.

One of the most enduring themes in science fiction is the description of life in the aftermath of the fall of civilization as we know it. Whether the apocalypse comes though war, natural or man-made disaster, plague, or whatever, how humans respond makes for some interesting stories. Now it's your turn. The Earth has been ravaged by a war in which the use of radiation and other mutagens was commonplace. Humanity isn't what it used to be.

This scenario begins in 24 AD; in this case, "AD" stands for "After Doomsday." It goes on for about 250 turns.

After the Apocalypse is designed with the human player in mind. You should, therefore, play as one of the three "human" tribes: the Kamikazes, Serene Lights, or New Beetles. None of the other (mutant) civilizations has been play balanced, so if you choose to play one, it might not be fun.

This is not an Objectives scenario, so scoring is according to the normal *Civilization II* rules.

## ADVANCES

For design reasons, some of the more futuristic advances aren't available for research in this post-apocalyptic scenario. Considering the time constraints, you might never notice.

## UNITS

Practically every unit in this scenario is new, and many of them are specific to one civilization. It is far beyond the scope of this little manual to cover them all. When you begin the scenario, regardless of which nation you play, examine your existing units on the Defense Minister's report. Call up the Production menu from any city screen, then use the Help function liberally to see what you can build.

## SPECIAL NOTES

Here are a few more things you ought to know:

◆ None of the nonhuman civilizations can negotiate with one another.

◆ This is a Total War scenario, meaning that spacecraft are not a consideration. You can only win utterly before the timer runs out if you conquer the whole world.

◆ Each turn is one year.

◆ Scientific research progresses at a 7/10 rate, meaning that all advances take only 70% as long to discover as they would in a typical game.

# ALIEN INVASION

> To play this scenario, load the file **alien.scn**, which you can find in the directory named **Alien**.

It's a situation familiar to anyone who's played *X-COM*: hostile aliens have landed! Before they did so, however, they spread a plague that wiped out most of the human race, destroyed every satellite in orbit (completely disrupting global communications), and fried every bit of data on every computer in the world. Now, they're sending their ground troops in to mop up what's left while they settle in and build a new empire. As leader of one of the few remaining human nations, it's your job to stop the invaders.

For the most fun, we suggest that you play as any of the human nations. You can be Reismark I of the Hodad invaders, of course, but they have the advantage from the start, and it might not be very interesting to wipe out humankind so easily. This scenario takes place after a new calendar has been instituted. In this case, "AD" stands for "Alien Domination."

The Hodads are the protagonists of the scenario, and their objective is to capture as many cities as possible. The objective of the human civilizations is simply to survive and to take the fight to the invader—if they can.

## ADVANCES

The human and Hodad forces follow completely separate research trees. The human-only tree begins at Steam Engine (which is totally off-limits to the Hodads) and it progresses normally except for these few changes.

◆ **Stealth** comes via Robotics and Labor Union, rather than Super Conductor.

◆ **The Laser** has Mass Production and Miniaturization as its prerequisites, rather than Nuclear Power.

◆ **Nuclear Power**, **Fusion Power**, and **Super Conductor** are completely unavailable.

◆ Genetic Engineering and Stealth together lead to **F.R.A.A.G.** (Final Response Against Alien aGgression). This in turn allows the T.I.G.U.R. unit.
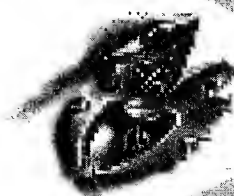
The Hodad tree begins from **Nuclear Power**, which is completely off-limits to human civilizations.

◆ From there (with Electronics), they can get **Fusion Power** and **BioDome Research**.

◆ These two together lead to **Genetic Cloning**, which (with Computers) leads to **Organic Electronics**.

◆ Fusion Power and Genetic Cloning allow **Polymer Armor**.

◆ Polymer Armor and Organic Electronics allow **Magnetic Pulse Technology**.

Every one of these except Organic Electronics leads to at least one new unit.

## UNITS

There is only one new unit available to the human nations. The **T.I.G.U.R.** (real name classified) promises to be the salvation of the human planet, the ultimate in anti-Hodad weaponry.

The Hodad units are, of course, totally alien.

## WONDERS

The **Apollo Program** wonder is not available for building. Otherwise, things are as usual.

## SPECIAL NOTES

Here are a few more things you ought to know:

◆ The Hodads do not negotiate–ever.

◆ No civilization can gain technological advances from the conquest of cities.

◆ This is a Total War scenario, meaning that spacecraft are not a consideration. You can only win utterly before the timer runs out if you conquer the whole world.

◆ Each turn is one year.

◆ Scientific research progresses at a 30/10 rate, meaning that all advances take roughly three times as long to discover as they would in a typical game.

# THE BEST OF THE NET

These are the scenarios we chose from among the hundreds available on the Internet. We hope you enjoy them as much as we did.

## ATOLON
**by Antonio Leal**

To play this scenario, load the file **atolon.scn**, which you can find in the directory **Bestonet\Atolon**.

## THE CHOLERA OF ZEUS
**by Antonio Leal**

To play this scenario, load the file **zeus.scn**, which you can find in the directory **Bestonet\zeus.**

## THE CONQUEST OF BRITAIN
**by Jeppe Grue and Jan Dimon Bendtsen**

To play this scenario, load the file **britain.scn**, which you can find in the directory **Bestonet\Brit1011**.

## CROSS AND CRESCENT
**by Eric Hartzell**

To play this scenario, load the file **croscres.scn**, which you can find in the directory **Bestonet\Croscres**.

## THE FALL OF THE GREAT KESH
**by Tim McBride**

To play this scenario, load the file **kesh.scn**, which you can find in the directory **Bestonet\Kesh**.

## EAST WIND, RAIN
**by Don Melsom**

To play this scenario, load the file **eastwind.scn**, which you can find in the directory **Bestonet\EastWind**.

## PERSIAN GULF WAR
**by Kevin Bromer**

To play this scenario, load the file **gulfwar.scn**, which you can find in the directory **Bestonet\GulfWar**.

## NATIVE REBELLION
**by Mike Regan**

To play this scenario, load the file **rebel.scn**, which you can find in the directory **Bestonet\rebel**.

# APPENDIX: SCENARIO MACRO "LANGUAGE"

We've included a new tool that experienced *Civilization II* scenario builders should find useful.

> **Warning:** The scenario macro language is a supplementary design tool, not a part of the game. It has not been tested as well as the game itself and could cause problems if used incorrectly. If you experience difficulties in the game after creating an events file, do not immediately call Customer Support. The best solution is to delete (or at least rename) the events file. If you do so and the problems still persist, then call Customer Support.

Building scenarios with the original *Civilization II* tools, the designers ran into several limitations that frustrated their creativity. Their reaction was to install a primitive—but rather useful—macro language that allowed them to add "events" to the game.

## TERMINOLOGY

Before we start explaining how to use this macro "language" (it's really not a full-scale language, but there's no better word for what it is), we should define a few terms.

◆ An *Event* is the combination of a *Trigger* and an *Action*. Each Event is a simple cause-and-effect sequence. Events are the fundamental structure of this macro language.

◆ A *Trigger* is the specific game occurrence that activates a particular Event. This is the cause.

◆ An *Action* is the consequence an Event generates in response to its Trigger. This is the effect.

Essentially, you define Events so that when the Trigger happens, it triggers the Action. Note that a single Trigger can have multiple Actions associated with it.

## THE EVENTS FILE

The first step in adding Events to your scenario is to create a text file in the directory in which you're building the scenario. This file must be named **events.txt** and must be in the same directory as the scenario (**.scn**) file. All of the text you put in this file represents events you want in your scenario.

The events file must begin with the line: *@BEGINEVENTS*

and end with the line: *@ENDEVENTS*

These tell the *Civilization II* program that the file is, indeed, a valid events file.

The rest of the file consists of the definitions of the events themselves. The format of these definitions is covered in the next section. Before we go on, however, there is one optional statement we should mention.

## DEBUGGING

One statement is not an event, but rather a tool you can use.

If you add the line: *@DEBUG*

immediately after the @BEGINEVENTS line, you enable the Event Parsing Debugger (EPD). This can help you find problems in your event files.

When you load the scenario and the events file, the EPD opens a window that lets you watch as each line of the event file is processed. Only valid statements that have been processed successfully appear in this window. Thus, if the parser runs into an invalid statement in your file, the display in the window will stop at the line before the problem statement. This should allow you to search out errors and repair them.

## EVENT DEFINITIONS

Each event definition must follow a strict format. There are three parts to this format:

1) The Trigger Statement (@IF) defines the Trigger for the event.

2) The Action Statement (@THEN) defines the Actions associated with that Trigger.

3) The End Statement (@ENDIF) tells the parser that there are no more Actions for this Trigger.

All put together, a valid event definition looks like this:

> *@IF*
> *Trigger*
> *@THEN*
> *Action 1*
> *Action 2*
> *...*
> *Action N*
> *@ENDIF*

where the words *Trigger* and *Action* represent valid Triggers and Actions as defined in the next section.

> For those of you to whom it means something, there is a 16 Kb heap dedicated for events. This is the memory used for all internal event structures and all TEXT information.

For example, say you want to remind the player on the 16th turn that they have only four more turns before the end of the scenario. The Trigger is the beginning of turn 16, and the Action is to display some text in a pop-up box. The definition of this event should look something like this:

```
@IF
TURN
turn=16
@THEN
TEXT
You have only four more turns to meet your victory conditions!
ENDTEXT
@ENDIF
```

At the start of the player's 16th turn, a text box pops up with the message "You have only four more turns to meet your victory conditions!" displayed in it.

## VALID TRIGGERS AND ACTIONS

What constitutes a "valid" Trigger or Action? Essentially, any group of lines that is in the right place and follows the correct format. The group must begin with a recognized word–one of the trigger words or action words–and must contain the proper number of parameters and a legitimate value for each parameter. Note that, to be legitimate, a value does not have to make sense. Thus, for example, the value **Goober7** for a city name is legitimate, even if there is no city in the scenario by that name.

There are two "wildcard" values that are legitimate for certain parameters.

**Anybody:** If a parameter requires the name of a civilization as its value, this value sets it so that any civilization meets the requirements.

**AnyUnit:** When a parameter requires the name of a unit as its value, this value sets it so that any unit meets the requirements.

Note that case (capitalization or lack thereof) is not important. "ANYUNIT" is the same as "anyunit" or "anYUnIt" as far as the parser is concerned.

> One important thing to remember is that you must *not* put spaces where they are not called for. This is especially vital before and after equals signs (=). Under no circumstances should there *ever* be a space next to an equals sign.

Now, let's go over all the recognized trigger words and action words, their parameters, and the legitimate values thereof.

## TRIGGERS

Every Trigger is a specific trigger word, which might be followed by one or more required parameters. There are no optional parameters. Each parameter must be on a line by itself, in order immediately after the trigger word. For example:

```
@IF
CityTaken
city=Rome
attacker=Anybody
defender=Romans
```

is a valid Trigger.

Each parameter is the parameter word, which might be followed by the equals sign (=), then the value for that parameter. When a value must be entered exactly as written here, it is listed in bold type. (Case still doesn't matter.)

| Trigger Word | Parameters | Legitimate Values |
|---|---|---|
| CityTaken | city= | name of a city |
|  | attacker= | civilization name or **Anybody** |
|  | defender= | civilization name or **Anybody** |
| Negotiation | talker= | civilization name or **Anybody** |
|  | talkertype= | **Human, Computer,** or **HumanOrComputer** |
|  | listener= | civilization name or **Anybody** |
|  | listenertype= | **Human, Computer,** or **HumanOrComputer** |
| RandomTurn | denominator= | number >0 and <1001 |
| ScenarioLoaded |  |  |
| Turn | turn= | number or **Every** |
| TurnInterval | interval= | number |
| UnitKilled | unit= | name of a unit or **AnyUnit** |
|  | attacker= | civilization name or **Anybody** |
|  | defender= | civilization name or **Anybody** |

**CityTaken:** This Trigger is activated when a city changes ownership. It's excellent for reacting to key cities being captured. "Attacker" is the civilization that took the city, "Defender" is the one who owned the city beforehand.

**Negotiation:** This is triggered when two civilizations try to talk to each other. Note that there is an automatic Action to this Trigger that stops the two civilizations from talking to each other. When using this trigger, keep in mind that many things cause negotiations in the game, especially between computer-controlled players. Although it might be tempting to add some flavor to the game with a text pop-up whenever two civilizations try to meet ("Lincoln and Davis meet face to face, but Davis is adamant," for example), this can happen so often as to make the scenario unplayable. The "talkertype" and "listenertype" parameters allow you to specifically include or exclude computer (or human) civilizations from this Trigger.

**RandomTurn:** Rather than a specific turn, this triggers an Event on a turn chosen at random. **Denominator** is the "one in" number. That is, for example, if **denominator** is 40, there is a one in 40 chance every turn that this Event will be triggered.

**ScenarioLoaded:** When a scenario is first loaded, this Trigger becomes activated. Note that this Trigger only works with two Actions: **PlayCDTrack** and **DontPlayWonders**. Any other use will cause unpredictable results.

**Turn:** Use this to have something happen at the beginning of a specific turn (or every turn). This can be useful for creating units on specific dates in historical scenarios, reenacting troop movements, and more.

**TurnInterval:** This is a repeating Trigger. The value of the **interval** parameter is the number of turns between the triggering of the action(s). An interval of 4, for example, would trigger this event every fourth turn.

**UnitKilled:** Use this when you want to respond to a particular unit being killed in battle. This is especially good for leaders, one-of-a-kind units, and special objectives. "Attacker" is the civilization that killed the unit, "Defender" is the one who owned the unit.

# ACTIONS

Actions, much like Triggers, consist of a specific action word, which might be followed by one or more required parameters. There are *no* optional parameters. Each parameter must be on a line by itself, in order immediately after the action word (if there is one). For example:

> @THEN
> MakeAggression
> who=Romans
> whom=Carthaginians

is a valid Action.

Each parameter is the parameter word, which might be followed by the equals sign (=), then the value for that parameter. (Note that one action word, **Text**, has a value with no parameter word, followed by a parameter word with no values.) When a value must be entered exactly as written here, it is listed in bold type. (Case still doesn't matter.)

| Action Word | Parameters | Legitimate Values |
|---|---|---|
| ChangeMoney | receiver=<br>amount= | civilization name<br>number |
| CreateUnit | owner=<br>unit=<br>veteran=<br>homecity=<br>locations<br>...<br>x10,y10<br>endlocations | name of a civilization or **Anybody**<br>type of unit<br>**Yes, No, False,** or **True**<br>name of home city or None<br>x1,y1 |
| DontPlayWonders | | |
| JustOnce | | |
| MakeAggression | who=<br>whom= | aggressor civilization name<br>victim civilization name |
| MoveUnit | unit=<br>owner=<br>maprect<br>x2, y2<br>x3, y3<br>x4, y4<br>moveto<br>numbertomove= | name of a type of unit<br>name of a civilization<br>x1,y1<br><br><br><br>x, y<br>number or **All** |
| PlayCDTrack | | a number >1 |
| PlayWaveFile | | file name (*.wav) |
| Text | | |
| EndText | text to be displayed | |

Note that, although a single Trigger can cause multiple Actions, each Trigger can cause only one Action of each type. You can, for example, use MoveUnit, ChangeMoney, and CreateUnit all in the same Event, but you can't use CreateUnit twice (or more times) in the *same* Event. If you wanted to create more than one unit, you would need to define another Event using an identical Trigger.

**ChangeMoney:** This adds money to or subtracts it from a civilization's treasury. (Use a negative number for the amount to subtract.) If after the adjustment the treasury is less than zero, *Civilization II* makes it zero, instead. **Receiver** is the affected civilization.

**CreateUnit:** Creates a new unit (at no expense) with specified characteristics and places it on the map at the first of the specified locations. If that placement is invalid for any reason, the program tries the subsequent locations (there can be up to 10), in order, until one works or it reaches the **endlocations** parameter. The *x* and *y* in these locations represent horizontal and vertical coordinates on the scenario map.

**DontPlayWonders:** This Action toggles off the display of the Wonder of the World videos that normally play when a new wonder is completed.

**JustOnce:** This special Action tells the program to execute this event once and only once. If, for example, you wanted to do something special the first time a city is taken, but not afterward, you would use the CityTaken Trigger and include JustOnce as one of the consequent Actions.

**MakeAggression:** This Action causes two civilizations to cancel their peace treaty, if one exists. Then **who** immediately declares war on **whom**.

**MoveUnit:** This scans a specified rectangular region of the map (**maprect**), then orders a specified number of the owner's units of the given type in that region to move to a certain location. The program only activates units that are (1) not fortified, (2) not on sentry duty, (3) not already headed for a destination, (4) not building fortifications, and (5) not nuclear weapons. **MoveUnit** does not affect units owned by the human player.

The **maprect** coordinates define the corners of the rectangular region. They must be listed in a specific order to be valid. The first coordinate must be the upper left corner; next comes the upper right, then lower right, and finally lower left. Thus:

1——2

4——3

**PlayWaveFile:** Play the specified **.wav** file. The program searches the **sound** subdirectory of the current scenario directory for the file.

**PlayCDTrack:** Tells your computer's CD player to play the specified audio track. On both the original *Civilization II* CD-ROM and the *Scenarios* CD, Track 1 is reserved for program information, so the first audio track is actually Track 2. Thus, the **number** value must be 2 or greater.

**Text:** This simply presents a pop-up text box to the player. The box includes whatever text you put between the **Text** and **EndText** lines.

Note that unit types, civilization names, and so on *must* match the unit name in the **rules.txt** file exactly. Mismatches cause errors.

> Due to the lead time between printing the manual and releasing the game, the designers might have made changes to the scenario macro language that are not reflected here. For the latest information, check the file **macro.txt** in the original *Civilization II* directory.

## EXAMPLE

Here is a hypothetical sample Event definition from an American Revolution scenario. If England takes New York from the Americans, this Event displays the text "New York captured by the Redcoats! Enraged local citizens join the fight for liberty!" Then, it creates a new American militia unit and tries to place it at map location 84,22. If that is not a legal placement (enemy units already there or whatever), it then tries 84,23 and–if that location is invalid, too–79,31.

```
@BEGINEVENTS
@IF
CityTaken
city=New York
attacker=English
defender=Americans
@THEN
Text
New York captured by the Redcoats! Enraged local citizens join
the fight for liberty!
EndText
CreateUnit
unit=Militia
owner=Americans
veteran=false
homecity=none
locations
84,22
84,23
79,31
endlocations
@ENDIF
@ENDEVENTS
```

# CUSTOMER SUPPORT

If you have any questions about *Sid Meier's Civilization II Scenarios* or any of our other products, please contact MicroProse Customer Support at:

## MICROPROSE

- 2490 Mariner Square Loop
  Alameda, CA 94501
  ATTN: Customer Support

- (510)522-1164
  9:00 AM to 5:00 PM Pacific Time
  Monday through Friday

- Fax
  (510)522-9357

- World Wide Web
  www.microprose.com

- FTP
  ftp.microprose.com

## AMERICA ONLINE:

To reach our Customer Support board in the Industry Connection, press Ctrl K for "Go to Keyword." Then type MICROPROSE in the Keyword window. In addition to posting and reading messages, you can download files from the "Software Libraries." Send electronic mail to Customer Support at MPS1.

## COMPUSERVE:

To reach our Customer Support board in the Game Publishers B Forum, type GO GAMBPUB at any "!" prompt. Then select "Section 2" for MicroProse. In addition to posting and reading messages, you can download files from the "Libraries (Files)" menu. Send electronic mail to Customer Support at 76004,2223.

## GENIE:

To reach our Customer Support board in the Games RoundTable, type m805;1 at any "?" prompt. Then select "Category 12" for MicroProse. In addition to posting and reading messages, you can download files from the "Games RoundTable Libraries." Send electronic mail to Customer Support at MICROPROSE.

## INTERNET:

You can read the latest news and information about MicroProse on our World Wide Web page at www.microprose.com. Download files from our FTP site at ftp.microprose.com. Send electronic mail to Customer Support at support@microprose.com.

## MICROPROSE CUSTOMER SUPPORT BBS:

To reach our Customer Support BBS, phone (510)522-8909 [8-N-1]. The BBS supports 8 nodes from 300 baud to 14.4K (v.42bis) and Xmodem, Ymodem and Zmodem transfer protocols. After you are logged in, follow the onscreen prompts to sign on as a new user. The Customer Support BBS has message areas and file libraries.

## HOW TO GET HELP

If you are having problems with *Sid Meier's Civilization II Scenarios*, we can best help you if (1) you are at your computer when you call and (2) you have the following information handy:

- Version number of *Sid Meier's Civilization II Scenarios*

- Your computer's brand and model

- Your computer's BIOS brand and version number

- Total RAM installed in your computer

- Name and version number of your operating system (such as MS-DOS, Windows 3.1 or Windows 95)

- Name and version number of your memory manager (such as QEMM, 386Max or EMM386)

- CD-ROM brand and model name

- Video card brand and model name

- Sound card brand and model name

- Mouse brand and version number of mouse driver

- Joystick brand and model name

- Contents of autoexec.bat and config.sys files

- At the DOS prompt, type mem/c [Enter] and copy down the information onscreen

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